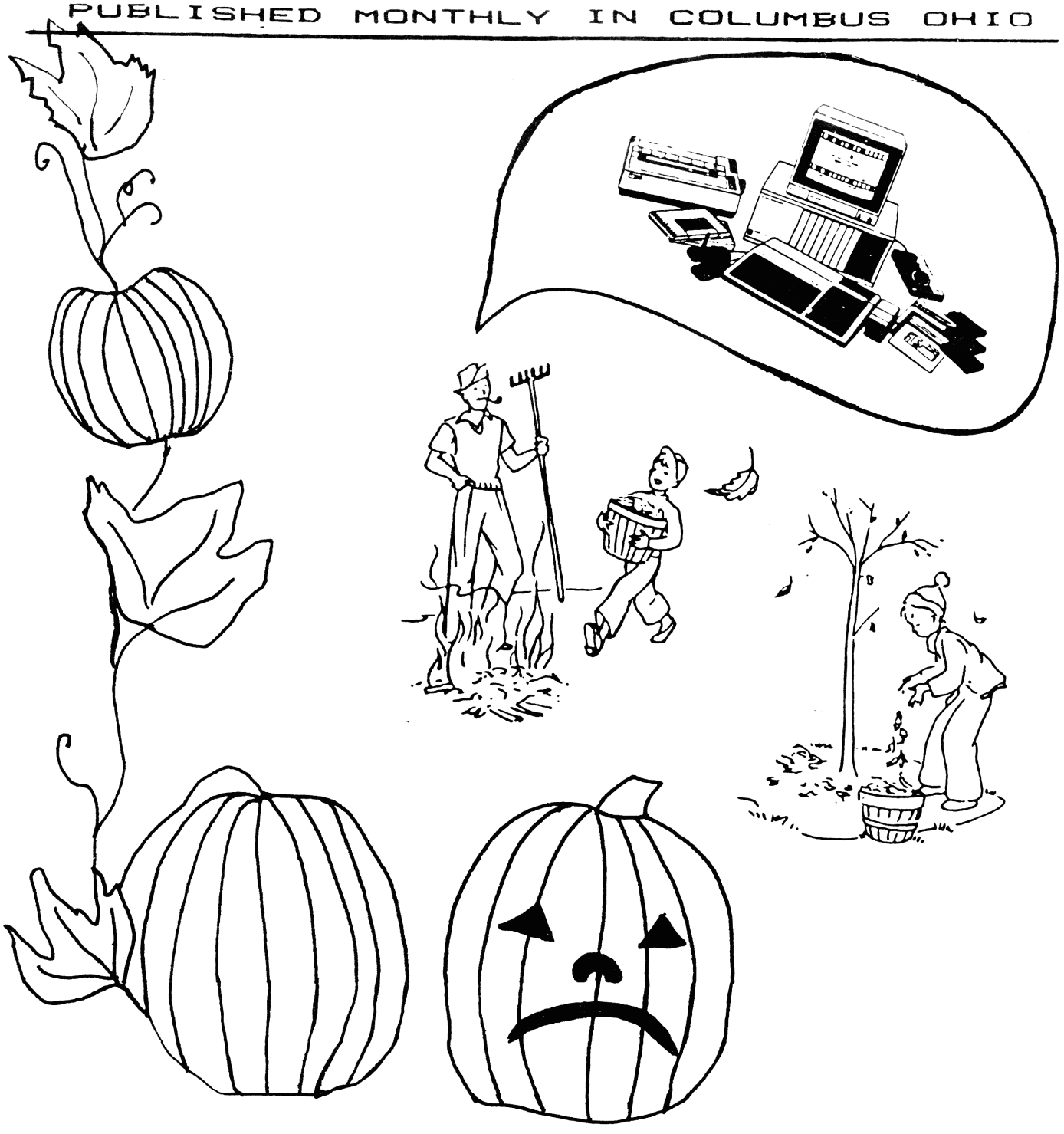
Spirit of 99

CENTRAL OHIO NINETY NINERS INC.

THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

PUBLISHED MONTHLY IN COLUMBUS OHIO



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Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS

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Central Ohio Ninety Niners Inc. is a non profit organization comprised of MEMBERS who own or use the TI99/4A computer and it's related products and have paid a yearly membership fee of $20.00 and whose main objective is the exchange of Educatioal and Scientific information for the purpose of computer literacy.

C.O.N.N.I. meetings are held the Second Saturday of each month at the Martin Janis Senior Center on East Eleventh Ave. at the Ohio State fairgrounds.

Meeting time is at 9:00 AM. Meetings are open to the public.

Membership dues $20.00) are payable yearly to C.O.N.N.I. and cover the immediate family of the member. (An application has been placed in this newsletter for your convenience) Please address it to:

EVERETT WADE
179 ERIE RD
COLUMBUS, OH 43214

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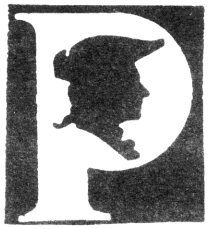
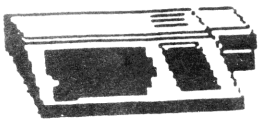


FROM THE PRESIDENT'S
COMPUTER DESK
BY IRWIN HOTT



This month I have a few bits and pieces to cover.

First I'll bring you up to date on the BBS. I have added a couple of new features. S will get you information about the system hardware/software, and U will result in details about C.O.N.N.I. including a membership application. I have also changed the message base so that the last message you read is stored rather than the high message on your last call. I also made some changes in the way a new user logs on. Now you may choose to log on or not.

There has been quite a discussion going on as to whether or not the BBS should support a game. So far it seems to be split about fifty-fifty. As many of you know the other 2 TI BB'S are supporting games. The main objection to a game section seems to be that it would make it much harder to get on the BBS. The counter argument is that the game could be limited in some way so that the game would not monopolize the BBS.

As far as BBS costs go, the only operational cost has been the phone line at just over $20 per month. The cost is being supported by DISK-OF-THE-MONTH sales from the C.O.N.N.I. library.

If you have not tried the BBS recently, give it a try at 614-263-3412. The previous number was 614-451-0880. It runs at 300/1200 BAUD 24 hours a day.

Speaking of BBS'S, I had a problem when I added my Horizon Ram-disk. The Fast-term version was set up for drive 5 and the HRD is set as drive 1. As many of you know I am blind and that makes some things difficult if not impossible including the use of a sector editor. Well with the use of the READ AND WRITE (RAW) utility from the original version of ARCHIVER, I was able to look at each sector of the Fast-term files, find "DSK1." and change it to "DSK5." I was also able to change my version of Ex-Basic in the GK in the same manner.

Finally as mentioned in the agenda I will be demonstrating my external speech synthesizer at the October C.O.N.N.I. meeting. I am finding more and more ways to use it. Still the best use however is with Fast-term. I am able to get around quite well now on a BBS GEnie etc. See you at the October meeting.

&&&&&&&&&&&&&&&&&&&&
DUES ANNOUNCEMENT
&&&&&&&&&&&&&&&&&&&&

Dues are usually paid at or before the March meeting, and are $20 per year for full membership, library and voting privileges, plus the newsletter. If only the newsletter is desired then payment is $15 per year. Those who join during other months of the year pay a lesser, pro-rated amount:

Apr---18.00...May---16.66...Jun---15.00...Jul---13.33...Aug---11.66
Sep---10.00...Oct----8.33...Nov----6.66...Dec----5.00...Jan----3.33
Feb----1.66

Checks should be made payable to "C.O.N.N.I.", and given to John Cummings, Treasurer, or mailed to:

John Cummings III
7877 Meadowhaven Blvd
Worthington, OH 43085

(Thanks West Penn 99er's Club)

TEXAS INSTRUMENTS

July 10, 1987

West Penn 99'ers
c/o John Willforth
R.D. #1 Box 73A
Jeanette, PA 15644

Dear Sir:

We have received information indicating that some User Groups have notified their members that Texas Instruments sells home computer products.

Texas Instruments has not sold home computer products since April 1, 1984. Referrals for sales should be made to third-party suppliers such as Triton, (800/227-6900), and Tenex, (800/348-2778).

Please advise your members that Texas Instruments cannot sell home computer products, either new or used. We do still service TI-99/4A equipment at established service charges based on the model. Units can be sent prepaid and insured to the following address for service:

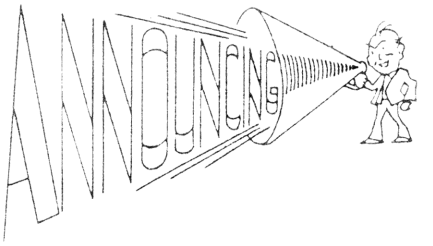
Texas Instruments Incorporated
2305 North University Avenue
Lubbock, TX 79408

TI-99/4A owners can contact us for flat-rate service charges by writing to the letterhead address or by calling a consumer representative at 806/747-1882.

Cordially,

Lois Brock
Consumer Relations

'/bjc



MEETING AGENDA

SATURDAY
OCT 10, 1987

09 AM Look through the Public Domain catalog of programs available on 50 cent fund raiser. Place an order with Jim Peterson.

10 AM Business Meeting

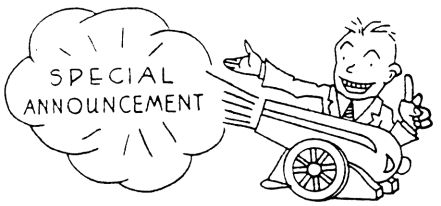
11 AM Irwin Hott will give a Demo of his external speech synthesizer.

ALL MEETINGS, UNLESS STATED OTHERWISE, ARE HELD AT THE MARTIN JANIS CENTER, E 11TH AVE, COLUMBUS, OH.

COMPUTERIZED PRESCHOOLERS

The August Computer Flea Market allowed me to pursue an idea I had toyed with for several months, putting computers in the preschool where my daughter is currently attending. After explaining my idea to the school's administrator, Tina Gologram, I contacted a couple of friends that did not use their systems and wanted to get rid of them. I am pleased to announce that the Westgate Friends Preschool is now computerized! So far they only have basic systems; keyboards, BW TV's for monitors and one tape recorder. They are in need of more equipment and support. If anyone has color TV's(the BW's aren't too great), speech synthesizer or an Extended Basic cartridge they would like to sell or donate, Please contact: Jim Seitz at 875-5532 6-11p. We are also in need of programs geared toward preschoolers and kindergarten aged children. Any ideas for programs to purchase, or of course donations, will be greatly appreciated.

Thank You
Jim Seitz



(Thanks Mid South 99/4a Users Group)

CHICAGO TI FAIRE

The Chicago-Area TI99/4A Users Group will be holding its fifth annual Chicago TI99/4A Computer Faire Saturday November 7, 1987 from 9:00am until 6:00pm in the Ironwood Room at Triton College. Triton College is located at 2000 North Fifth Avenue in River Grove, Illinois (1/4 mile north of the Maywood Park Race Track.). The The theme of this year's Faire will be, "The Computer that Refuses to Die!" and expected response promises to be greater than ever.

This year, the annual Chicago Area TI99/4A User's Group's TI Faire will be the opening event in our first "TI Weekend." This year, the Chicago Users Group will be putting on its Faire in conjunction with the Milwaukee TI Users Group and the Wisconsin TI Council, who will be putting on their Faire on the following day, Sunday, November 8, 1987. Milwaukee, Wisconsin is approximately 1 1/2 hours away from the location of the Chicago TI Faire. Those groups or individuals who are interested in receiving more information about the Milwaukee Faire should contact them at the following address: Milwaukee TI Users Group, c/o Don Walden, pres. 7760 South 76th Street, Franklin, Wisconsin, 53132, (414) 529-2173.

We are taking this opportunity to contact all known TI users group and to invite you to attend our fifth TI99/4A Computer Faire. We will also be contacting all known vendors, producers, and distributors of Texas Instruments home computer products, hardware and software, which are compatible with the TI99/4A. Our past

Faires were very successful and very well attended. In fact, for the last two Faires, we were forced to turn away some vendors, who waited until the last minute to reserve their booth space. For those of you who may not be familiar with our organization, a little background information may be in order:

Our group was organized over seven years ago, and has become one of the first national T.I. Users Groups with over 800 members; presently, we have current members, literally, all over the world. We have a very active membership who represent a significant amount of purchasing power. However, admission to our Faire is not limited to our users group. With our massive publicity campaign, this year, we hope to increase our attendance over the 1500 people who were present last year. At our previous Faires, we have had people lined up waiting to enter the front doors, up to an hour before the Faire was scheduled to open. Also, the only problem which our vendors experienced was that few came prepared with sufficient merchandise, to address the great demand of our buyers. Upon the request of our vendors, last years hours were extended. We will be using those same extended hours again this year.

As you can see, this will be an excellent opportunity for all TI loyalists to, a.) find out what products and/or services are available to the TI community., b.) to find out what new products are being made available for the TI family of computers, and c.) to make contact with those vendors who provide the above mentioned products and/or services. In addition to providing product information, our Faire will also give lectures, seminars, and technical demonstrations/presentations. We will be dealing with diverse subjects such as Pascal (p-code) programming, assembly language programming, TI Artist, TI Writer, etc. In addition to the vendors booths, there will be demontrations of new products as well as seminars, door prizes, and game contests.

DO NOT BEND
FLOPPY DISK ENCLOSED
DO NOT XRAY

```
100 ! ********************
110 ! *                  *
120 ! *   DON'T LABELS   *
130 ! * BY: Ron Rutledge *
140 ! * Central Iowa UG  *
150 ! *                  *
160 ! ********************
170 !
180 ESC$=CHR$(27)!
ESCAPE CODE
190 EMP$=ESC$&"E" !
EMPHASIZED PRINT
200 NOR$=ESC$&"W"&CHR$(0)!
NORMAL PRINT
210 ENL$=ESC$&"W"&CHR$(1)!
ENLARGED PRINT
220 UON$=ESC$&"-"&CHR$(1)!
TURN UNDERLINE ON
230 UOF$=ESC$&"-"&CHR$(0)!
TURN UNDERLINE OFF
240 OPEN #1:"PIO"
250 PRINT #1:EMP$&ENL$&UON$&
"DO NOT BEND"
260 PRINT #1:NOR$&" FLOPPY D
ISK ENCLOSED"
270 PRINT #1:ENL$&UOF$&"DO N
OT XRAY"
280 PRINT #1: : : :
290 CALL KEY(0,R,S)!        A
RE YOU PRESSING A KEY?
300 IF S=0 THEN 250 !
IF NOT THEN PRINT ANOTHER
310 CLOSE #1
320 END
```

TIPS FROM THE TIGERCUB

#43

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

Distributed by Tigercub Software to TI-99/4A Users Groups for promotional purposes and in exchange for their newsletters. May be reprinted by non-profit users groups, with credit to Tigercub Software.

Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just $2.00 each, plus $1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.
Descriptive catalogs, while they last, $1.00 which is deductable from your first order.

Tigercub Full Disk Collections, reduced to $10 postpaid. Each of these contains either 5 or 6 of my regular $2 catalog programs, and the remaining disk space has been filled with some of the best public domain programs of the same category. I am NOT selling public domain programs - they are a free bonus!
TIGERCUB'S BEST, PROGRAMMING TUTOR, PROGRAMMER'S UTILITIES, BRAIN GAMES, BRAIN TEASERS, BRAIN BUSTERS!, MANEUVERING GAMES, ACTION REFLEX AND CONCENTRATION, TWO-PLAYER GAMES, KID'S GAMES, MORE GAMES, WORD GAMES, ELEMENTARY MATH, MIDDLE/HIGH SCHOOL MATH, VOCABULARY AND READING, MUSICAL EDUCATION, KALEIDOSCOPES AND DISPLAYS
NUTS & BOLTS (No. 1), a full disk of 100 Extended Basic utility subprograms in merge format, ready to merge into your own programs. Plus the Tigercub Menuloader, a tutorial on using subprograms, and 5 pages of documentation with an example of the use of each subprogram. Reduced to $15.00 postpaid.
NUTS & BOLTS NO. 2, another full disk of 108 utility subprograms in merge format, all new and fully compatible with the last, and with 10 pages of documentation and examples. Also $15 postpaid.

```
******************************
* NUTS & BOLTS #3 is now     *
* ready, another full disk   *
* of 140 new merge-format    *
* utility subprograms, all   *
* compatible with the pre-   *
* vious. With 11 pages of    *
* documentation, $15 ppd.    *
******************************
```

TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to $10 ppd.
TIPS FROM THE TIGERCUB VOL. 2, another diskfull, complete contents of Nos. 15 through 24, over 60 files and programs, also just $10
TIPS FROM THE TIGERCUB VOL. 3, another 62 programs, tips and routines from Nos. 25 through 32, $10 postpaid.
TIPS FROM THE TIGERCUB VOL. 4, another 48 programs and files from issues 33 through 41, also $10 postpaid.

If you have as much trouble as I do, trying to get the strip labels lined up in the printer, you'll like this one -

```
100 DISPLAY AT(4,7)ERASE ALL
:"TIGERCUB LABELER": : : :"
This label maker will allow"
:"you to specify different":
"printer codes for each line
"
110 DISPLAY AT(11,1):"of a 5
-line label.": : :" You may
stop the program":"while lab
els are printing":"by pressi
ng any key, turn"
120 DISPLAY AT(17,1):"off th
e printer to adjust":"the la
bels, turn it back on,":"and
 press any key to con-":"tin
ue printing."
130 DISPLAY AT(23,1):"Printe
r designation?":"PIO" :: ACC
EPT AT(24,1)SIZE(-28)BEEP:PR
$ :: OPEN #1:PR$ :: P$,E$,DS
$,CEN$="Y" :: DW$,I$,SS$,U$=
"N" :: P=1
140 CALL CHAR(95,"FF")
150 FOR J=1 TO 5 :: CALL KEY
(3,K,S)
160 DISPLAY AT(2,1)ERASE ALL
:"Line #";J;" - PRINT? "&P$
:: CALL QUERY(2,20,P$):: IF
P$="N" THEN L$(J)="" :: GOTO
 360
170 IF J>1 THEN DISPLAY AT(4
,1):"Change codes? N" :: CAL
L QUERY(4,15,Q$):: IF Q$="N"
 THEN 300
180 DISPLAY AT(4,1):"Print p
itch? ";P:" (1)pica":" (2)el
ite":" (3)condensed" :: ACCE
PT AT(4,15)SIZE(-1)VALIDATE(
"123"):P
190 CI=(P=1)*-10+(P=2)*-12+(
P=3)*-17 :: L$(J)=CHR$(27)&"
B"&CHR$(P):: DISPLAY AT(5,1)
:"":"":""
200 DISPLAY AT(6,1):"Double
width? "&DW$ :: CALL QUERY(6
,15,DW$):: IF DW$="Y" THEN C
I=CI/2 :: L$(J)=L$(J)&CHR$(1
4)ELSE L$(J)=L$(J)&CHR$(20)
210 DISPLAY AT(8,1):"Italics
? "&I$ :: CALL QUERY(8,10,I$
):: IF I$="Y" THEN L$(J)=L$(
J)&CHR$(27)&"4" ELSE L$(J)=L
$(J)&CHR$(27)&"5"
220 DISPLAY AT(10,1):"Supers
cript? "&SS$ :: CALL QUERY(1
0,14,SS$):: IF SS$="Y" THEN
L$(J)=L$(J)&CHR$(27)&CHR$(83
)&CHR$(0)ELSE L$(J)=L$(J)&CH
R$(27)&CHR$(84)
230 IF SS$="Y" THEN 250
240 DISPLAY AT(12,1):"Double
-strike? "&DS$ :: CALL QUERY
(12,16,DS$):: IF DS$="Y" THE
N L$(J)=L$(J)&CHR$(27)&"G" E
LSE L$(J)=L$(J)&CHR$(27)&"H"
250 IF P<>1 OR SS$="Y" THEN
270 :: DISPLAY AT(14,1):"Emp
hasized? "&E$ :: CALL QUERY(
14,13,E$)
260 IF E$="Y" THEN L$(J)=L$(
J)&CHR$(27)&"E" ELSE L$(J)=L
$(J)&CHR$(27)&"F"
270 DISPLAY AT(16,1):"Underl
ine? "&U$ :: CALL QUERY(16,1
2,U$)
280 IF U$="N" THEN L$(J)=L$(
J)&CHR$(27)&CHR$(45)&CHR$(0)
290 DISPLAY AT(18,1):"Center
 text? Y" :: CALL QUERY(18,1
4,CEN$)
300 DISPLAY AT(18,1):"Type l
ine";J;". Enter each":"scree
n line, enter again":"when d
one." :: DISPLAY AT(22,1):RP
T$("_",INT(CI*3.5)):: R=21 :
: CALL KEY(5,K,S)
310 ACCEPT AT(R,1):M$ :: IF
M$="" THEN 320 :: A$=A$&M$ :
: R=R+1 :: GOTO 310
320 IF LEN(A$)>INT(CI*3.5)TH
EN DISPLAY AT(16,1):"LINE TO
O LONG!" :: CALL SOUND(300,1
10,0,-4,0):: A$="" :: R=21 :
: GOTO 310
330 L=LEN(A$):: IF U$="Y" TH
EN A$=CHR$(27)&CHR$(45)&CHR$
(1)&A$&CHR$(27)&CHR$(45)&CHR
$(0)
340 IF CEN$="Y" THEN A$=RPT$
(" ",(INT(CI*3.5)-L)/2)&A$
350 L$(J)=L$(J)&A$ :: A$=""
360 NEXT J
370 DISPLAY AT(12,1)ERASE AL
L:"Print how many?" :: ACCEP
T AT(12,17):N
380 FOR J=1 TO N :: FOR K=1
TO 6 :: PRINT #1:L$(K):: NEX
T K
390 CALL KEY(0,K,S):: IF S=0
 THEN 410 ELSE CLOSE #1
400 CALL KEY(0,K1,S1):: IF S
1<1 THEN 400 ELSE OPEN #1:PR
$
410 NEXT J
420 DISPLAY AT(12,8)ERASE AL
L:"Another?" :: CALL QUERY(1
2,17,Q$):: IF Q$="N" THEN ST
OP ELSE 150
430 SUB QUERY(R,C,Q$):: ACCE
PT AT(R,C)SIZE(-1)VALIDATE("
YN")BEEP:Q$ :: SUBEND
```

More peculiarities of the TI computer -

```
90 CALL CLEAR :: PRINT TAB(7
);"SPRITE PUZZLE #1":"
  from Tigercub"
100 PRINT "A non-existent sp
rite can be":"created by CAL
L MOTION.": :"It apparently
starts in"
110 PRINT "dot-row 1, dot-co
lumn 1, and":"has color 1, b
ut its pattern":"is not that
 of any ASCII!"
120 !by Jim Peterson
130 FOR CH=0 TO 255 :: PRINT
 CHR$(CH);:: NEXT CH
135 PRINT "CALL MOTION(#1,5,
5):: CALL COLOR(#1,16):: CAL
L MAGNIFY(4)"
140 CALL MOTION(#1,5,5):: CA
LL COLOR(#1,16):: CALL MAGNI
FY(4)
150 GOTO 150
```

And another -

```
100 DISPLAY AT(3,5)ERASE ALL
:"SPRITE PUZZLE #2": :"
 from Tigercub"
110 DISPLAY AT(7,1):"Non-exi
stent sprites can be":"creat
ed by CALL COLOR.": :"Their
existence can be con-"
120 DISPLAY AT(11,1):"firmed
 by CALL COINC, but":"CALL P
OSITION reports that":"they
have no position!"
130 CALL COLOR(#1,16):: CALL
 COLOR(#2,16)
140 CALL COINC(#1,#2,1,X)::
DISPLAY AT(15,1):"COINC #1,#
2=";X :: CALL POSITION(#1,X,
Y)
150 CALL POSITION(#1,X,Y)::
DISPLAY AT(17,1):"POSITION #
1=";X;Y
160 CALL POSITION(#2,X,Y)::
DISPLAY AT(19,1):"POSITION #
2=";X;Y
170 IF FLAG=1 THEN 140 :: FL
AG=1
180 DISPLAY AT(21,1):"PRESS
ANY KEY"
190 CALL KEY(0,K,S):: IF S=0
 THEN DISPLAY AT(21,1):"pres
s any key" :: GOTO 180
200 DISPLAY AT(21,1):"Until
they're set in motion!"
210 CALL MOTION(#1,5,5):: CA
LL MOTION(#2,-5,-5):: GOTO 1
50
```

If you have the Terminal Emulator II, Speech Synthesizer, and a pre-schooler in the house, this will help him to grasp the idea of spelling as well as letter recognition and keyboard familiarization-

```
100 REM  PRE-SPELLER BY JIM
PETERSON
110 REM  TI BASIC WITH TERMI
NAL EMULATOR II AND SPEECH S
YNTHESIZER
120 CALL CLEAR
130 DIM M$(100),S$(100)
140 OPEN #1:"SPEECH",OUTPUT
150 PRINT "         PRE-SPELL
ER"::::::
160 PRINT "TYPE WORDS TO PRA
CTICE"::"TYPE 'END' WHEN FIN
ISHED"
170 X=X+1
180 INPUT M$(X)
190 IF M$(X)="END" THEN 380
200 PRINT #1:M$(X)
210 PRINT "PRONUNCIATION OK?
 (Y/N)"
220 CALL KEY(3,K,S)
230 IF S<1 THEN 220
240 IF K=78 THEN 280
250 IF K<>89 THEN 220
260 S$(X)=M$(X)
270 GOTO 170
280 PRINT "TRY SPELLING PHON
ETICALLY"
290 INPUT S$(X)
300 PRINT #1:S$(X)
310 PRINT "PRONUNCIATION OK?
 (Y/N)"
320 CALL KEY(3,K,S)
330 IF S<1 THEN 320
340 IF K=89 THEN 170
350 IF K<>78 THEN 320
360 PRINT "TRY AGAIN"
370 GOTO 290
380 CALL CLEAR
390 FOR J=1 TO X-1
400 PRINT #1:"CAN YOU SPELL
THIS?"
410 FOR A=1 TO LEN(M$(J))
420 CALL HCHAR(12,8+A,ASC(SE
G$(M$(J),A,1)))
430 NEXT A
440 FOR B=1 TO LEN(M$(J))
450 CALL KEY(3,K,S)
460 IF (S<1)+(K=32)THEN 450
470 IF K=ASC(SEG$(M$(J),B,1)
)THEN 500
480 GOSUB 640
490 GOTO 450
500 C$=C$&CHR$(K)
510 CALL HCHAR(14,8+B,K)
520 NEXT B
530 IF C$<>M$(J)THEN 640
540 PRINT #1:S$(J)
550 FOR D=1 TO 500
560 NEXT D
570 PRINT #1:"VEREE GOOD"
580 FOR D=1 TO 500
590 NEXT D
600 C$=""
610 CALL HCHAR(12,1,32,100)
620 NEXT J
630 GOTO 390
640 PRINT #1:"NO THAT IS NOT
 RIGHT"
650 PRINT #1:"TRY AGAIN"
660 RETURN
```

And, a simple little game that is a bit different than any I've seen -

```
100 !FORMATION by Jim Peters
on - use the S and D keys
110 CALL CLEAR :: CALL CHAR(
100,"381010FEFE383810103838F
EFE10103838"):: CALL SCREEN(
5):: CALL MAGNIFY(2):: RANDO
MIZE
120 V,W,P=0 :: FOR J=1 TO 7
:: CALL SPRITE(#J,100,7,1,25
0*RND+1,10,4):: FOR D=1 TO 1
00 :: NEXT D :: NEXT J :: CA
LL SPRITE(#11,101,16,160,128
)
130 CALL KEY(3,K,S):: W=W+1
:: IF W=150 THEN 170 ELSE IF
 W=300 THEN 180 ELSE IF K=68
 THEN V=V+2+(V>125)*2 ELSE I
F K=83 THEN V=V-2-(V<-125)*2
140 IF P=0 THEN CALL MOTION(
#11,0,V)ELSE IF P=1 THEN CAL
L MOTION(#11,0,V,#12,0,V)ELS
E CALL MOTION(#11,0,V,#12,0,
V,#13,0,V)
150 CALL COINC(ALL,A):: IF A
=0 THEN 130
160 CALL SOUND(1000,-4,0)::
H=MAX(H,W):: DISPLAY AT(23,1
):"SCORE";W:"HIGH SCORE";H :
: CALL DELSPRITE(ALL):: GOTO
 120
170 P=1 :: CALL POSITION(#11
,R,C):: CALL SPRITE(#12,101,
16,160,C-40-(C<40)*256):: GO
TO 140
180 P=2 :: CALL POSITION(#11
,R,C):: CALL SPRITE(#13,101,
16,160,C+40+(C>216)*256):: G
OTO 140
```

If you can't figure out where all the money goes, this may be an eye-opener -

```
100 DISPLAY ERASE ALL AT(3,5
):"THE COST OF CREDIT" ! by
Jim Peterson
110 S,T,X=0 :: DISPLAY AT(8,
1):"AMOUNT OF PURCHASE?" ::
ACCEPT AT(8,21):A :: B,T=A :
: DISPLAY AT(10,1):"CREDIT C
ARD INTEREST RATE?" :: ACCEP
T AT(11,1):R
120 DISPLAY AT(13,1):"SAVING
S ACCOUNT INT. RATE?" :: ACC
EPT AT(14,1):SR
130 X=X+1 :: I=B*R/100/12 ::
 B=B+I :: T=T+I :: P=B/10 ::
 B=B-P :: S=S+P+S*SR/100/12
:: IF S<A THEN 130
140 D$="$"&STR$(INT((T-A+S-A
+.5)*100)/100)
150 DISPLAY AT(17,1):"If you
 had saved the amount":"of y
our minimum 10% of the":"bal
ance credit card payment":"e
ach month for";X;"months,"
160 DISPLAY AT(21,1):"and us
ed it to pay cash, you":"wou
ld have saved ";D$ :: GOTO 1
10
```

And this is one of the handiest routines I've seen in a long time -

```
10 !TURNS ALL NUMERALS AND P
UNCTUATION WHITE! BY HARRY W
ILHELM IN TWIN TIers UG NEWS
LETTER
20 !TURN IT OFF BY CALL LOAD
(-31804,0)::TURN IT ON BY CA
LL LOAD(-31804,63)
100 CALL INIT
110 CALL LOAD(16128,2,224,38
,0,2,0,8,17,2,1,63,36,2,2,0,
3,4,32,32,36,2,224,131,192,3
,128)
120 CALL LOAD(16164,240,240,
240)
130 CALL LOAD(-31804,63)
```

Memory full

Jim Peterson

GETTING THE MOST FROM YOUR CASSETTE SYSTEM

BY MICKEY SCHMITT

NUMBER 1

GETTING STARTED

BEFORE YOU TRY TO DO ANYTHING WITH A CASSETTE SYSTEM YOU NEED TO START WITH THE RIGHT EQUIPMENT. THERE ARE MANY DIFFERENT MODELS OF STANDARD CASSETTE RECORDERS AVAILABLE WHICH WILL WORK WITH YOUR TI COMPUTER. (BESIDES THE OFFICIAL TI PROGRAM RECORDER). HOWEVER, FOR BEST OPERATION AND ALOT LESS AGGRAVATION, YOU SHOULD USE A CASSETTE RECORDER WITH THE FOLLOWING FEATURES:

1. VOLUME CONTROL: FOR BEST RESULTS THIS SHOULD BE SET BETWEEN MID-RANGE AND MAXIMUM SETTINGS.
2. TONE CONTROL: FOR BEST RESULTS THIS SHOULD ALSO BE SET BETWEEN MID-RANGE AND MAXIMUM SETTINGS.
3. MICROPHONE JACK: THIS JACK IS NEEDED IN ORDER TO RECEIVE INFORMATION FROM YOUR COMPUTER.
4. EARPHONE OR EXTERNAL SPEAKER JACK: THIS JACK IS NEEDED IN ORDER TO SEND INFORMATION TO YOUR COMPUTER.
5. REMOTE JACK: THIS JACK MAKES IT POSSIBLE FOR YOUR COMPUTER TO CONTROL YOUR CASSETTE RECORDER'S DRIVE MOTOR - THUS YOUR TAPE RECORDER WILL RUN BY PRESSING THE 'ENTER' KEY ON YOUR COMPUTER CONSOLE.
6. DIGITAL TAPE COUNTER: THIS IS A VERY IMPORTANT FEATURE AS IT WILL SAVE YOU ALOT OF UNNECESSARY AGGRAVATION. THIS FEATURE ENABLES YOU TO EASILY LOCATE THE CORRECT TAPE POSITION OF YOUR PROGRAM OR DATA FILE. THIS IS ESPECIALLY USEFUL WHEN YOU WANT TO STORE MORE THAN ONE PROGRAM ON THE SAME SIDE OF THE CASSETTE TAPE.

NExT, YOU WILL NEED TO HAVE THE TI CASSETTE INTERFACE CABLE WHICH IS USED TO CONNECT YOUR RECORDER TO YOUR COMPUTER. ALTHOUGH, THIS CABLE COMES WITH THE OFFICIAL TI PROGRAM RECORDER, IT MUST BE PURCHASED SEPARATELY IF YOU ARE USING ANOTHER TYPE OF CASSETTE RECORDER. IF YOU ARE HAVING TROUBLE FINDING THIS CABLE I WOULD SUGGEST TRYING THE COMPUTER BUG (412-882-3374) 5075 CLAIRTON BLVE. PITTSBURGH, PA 15236. THE FOLLOWING INSTRUCTIONS WILL GUIDE YOU THROUGH THE PROCESS OF CONNECTING YOUR CASSETTE RECORDER TO YOUR COMPUTER USING THE TI INTERFACE CABLE:

1. LOCATE THE NINE-PIN PLUG AT ONE END OF THE CASSETTE RECORDER INTERFACE CABLE. INSERT THIS PLUG FIRMLY INTO THE JACK ON THE RIGHT REAR OF THE COMPUTER.
2. LOCATE THE SET OF THREE PLUGS AT THE OTHER END OF THE CABLE. THE WIRES THAT LEAD TO THESE PLUGS ARE COLOR-CODED: RED-WHITE-BLACK.
3. LOCATE THE JACKS LABELED MIC, EAR (OR EXTERNAL SPEAKER) AND REM ON YOUR CASSETTE RECORDER.
4. INSERT THE PLUG WITH THE RED WIRE INTO THE RECORDER'S MICROPHONE JACK (LABELED MIC).
5. INSERT THE PLUG WITH THE WHITE WIRE INTO THE RECORDER'S EARPHONE (OR EXTERNAL SPEAKER) JACK (LABELED EAR).
6. INSERT THE PLUG WITH THE BLACK WIRE INTO THE RECORDER'S REMOTE JACK (LABELED REM).

THAT'S ALL THERE IS TO IT! YOUR CASSETTE SYSTEM IS NOW READY TO GO. NEXT MONTH'S TOPIC WILL BE LOADING AND SAVING PROGRAMS.

(Ed. note: This is the first of a series of articles to be presented monthly in this newsletter. Thanks to West Penn 99er's Club. If you would like to read the other articles in this series (13 to date) before they are published please check out the West Penn newsletters out from our Newsletter Librarian Dick Heim. The 2nd article appears in the Jun 1986 issue).

T. I. WRITER

(PART 1)

BY STAN KATZMAN

(A series of articles to be presented in the Spirit of 99 Newsletter in the months to come. Permission to publish has been granted by John Willforth, Editor of the West Penn 99'ers Club.)

John Willforth asked me if I would write a column on T. I. Writer for the Newsletter. I told him that I did not feel like an expert on the program but I would try. If anyone has any comments please feel free to make them because I can learn from you also.

The best place to start is at the beginning. When I first unpacked T. I. Writer it was quite intimidating, a cartridge, a disk and that BIG manuel. It is not as bad as it seems and it really is an easy program to learn to use. One must have the following 1) Consol, 2) 32K memory expansion, 3) RS232 card, 4) disk drive (2 disk drives are best but you can do very nicely with one) and a printer. (The printer should be Epson compatible).

First make a copy of the program and use the original as a backup. (Very important).

Place the cartridge in the port and the program disk in the drive. (I am assuming one disk drive). Power up the system and get T. I. Writer from the menu using the English version. Next you will see 1. EDITOR 2. FORMATTER 3. UTILITY. We will discuss the Editor first because all writing is done here. Press (1) and the disk will now run putting the editor program in memory. A line will show across the top with a cursor (you are in Command Mode). The line says Edit, Tabs, Files, Lines, Search, RecoverEdit, ShowDirectory, Quit. We will now just discuss Tabs and Edit.

The line starting with "Edit" is called the Command Mode. Let us now set our tabs (and margins). Press T and the cursor will move to a numbered line. First hit the space bar and remove the L then with the "Fctn D" move the cursor to the 10 space and type L then move the cursor with the "Fctn D" to 70 and type an R, press enter and you are in the editing mode and you can type anything you want with the margins set at 10 and 70. (If you want different margins just enter them as described). You do not have to press the enter key at the end of the line unless you want to start a new paragraph. You are in Word-wrap mode.

If you want to print out your document at this stage just press Fctn 9 and you are back in Command Mode. Now press F (files) and you will see more selections such as LoadF, SaveF, PrintF, DeleteF, Purge or ShowDirectory. At this point type PF and you will now see "PRINT FILE, enter devicename:", at this point if you have a parallel printer enter PIO and your document will be printed out as you typed it.

Try using the word processor and reading the instructions. You will find it easy to use. More next time.

(Ed. note. The T. I. Writer cartridge does not have to be used as the disk version: FUNNELWEB is available as Fairware.)

Consider the postage stamp, my son. It secures success through its ability to stick to one thing till it gets there.
—Josh Billings

Chuck's Gameroom

An Exploration By
Karl Ronstedt
9/19/87

Have you tried calling Chuck Grimes' TI bulletin board lately? If so, you probably didn't get through unless you persistently redialed the number [(614) 268-1994] for 30-90 minutes. Chuck's board has logged over 4300 calls since May 19th. This is the direct result of the tremendous popularity of Chuck's Gameroom which was written by Greg Donini and Matt Storm.

Chuck's game is a dungeons and dragons (D&D) sort of game which involves the development of a human character that grows in experience, strength, agility, intelligence and wealth as the game progresses. Since a player strongly identifies with his game character, the fate of the character can be cause for pride, joy, anger, triumph or other feelings which may be invoked in the player. The longer the game, the more the player-character bond becomes reinforced. Chuck's game lacks one aspect present in most D&D games - the ability to cast magical spells. Chuck has said that his game does have the capability of allowing spells, but there wasn't enough space on the board for the entire game. This may change soon as Chuck is expecting to add a 40 MEG hard disk to his system which presently operates with 4 DSDD drives and two 256K RAM disks. For the time being, though, all characters are considered to be fighters or perhaps thieves and there are no priests nor mages. Unique to Chuck's game, however, is the ability to interact with other players. This often adds much excitment.

Since only one person may be on-line at a time, players don't interact in real time, but their characters do. So, you may log on and find that your character was killed by another since you last played. The death of your character is not permanent, but it may seriously impede your progress for a time. In the remainder of this article, the words "player" and "character" will be used interchangably.

There are three ways to affect other players. First, you may joust, an activity which can win you some gold, but no experience. Second, you might try to battle another player to the death on the Proving Grounds. You can flee if you can't "hack it." Third, the most dastardly attack is a stealthy raid on someone's castle. If you can beat all the monsters guarding a castle and then slay the player as well, you get whatever gold he has been hoarding in his castle vault. This can often be a tidy sum indeed, and gives your opponent a devastating blow.

Other ways to acquire gold include fighting monsters at the Colliseum or gambling in the Casino. The Casino has many options ranging from blackjack to Russion roulette. Fighting monsters is usually more advantageous, however, as one accumulates experience as well as gold. You can encounter 200 types of monsters, each with unique strengths and weaknesses. Each monster can also be any of 10 skill levels, so there are 2000 different monsters which seem to become tougher as your character becomes more powerful. Watch out for special attacks like dragon breath!

A pile of gold would be meaningless unless you could spend it so there are a variety of options requiring fees. Weapons and armor are bought and sold at the Store which may be accessed from either the game menu or the casino menu. In the Casino Store, though, you cannot sell your old equipment. Gold may also be exchanged for lessons at the training facility. Training increases your choice of strength, intelligence or agility. In most D&D games, intelligence affects spell casting ability. Since there is no magic in Chuck's game, intelligence affects your hit points (damage you can take) when attaining new levels and aids in battle skills as well. The higher your level, the greater the cost of training. Finally, gold is used to hire monsters to guard your castle against raids from other players. Castle monsters are purchased by level and specific monsters encountered by marauding antagonists will vary.

Other options provide information about your relative progress in the game. You can view your personal statistics, see a list of fights between players and the results, and list the ranking of all players based on their experience. More information about other players may be obtained on the Proving Grounds even if you decline to do battle. Don't worry about starting at the bottom. There are twenty levels and they become progressively harder to obtain. Thus, a pauper advances more quickly than a knight or earl and less experienced

players can quickly catch up.

So, think you would like to try this game? A redial phone is a must and an auto redial system is far better still. Keeping odd hours helps but sometimes you may get lucky on the first call anyway. Although there are over 110 registered players, only a few try to log on the game for the maximum three times daily and many of the remainder seem to have given up. Still, the board is kept busy due to the competitive nature of the game. The more you call, the higher your ranking. Once logged on Chuck's board, you can enjoy many options for up to 45 minutes prior to entering the gameroom for 20 minutes. Option "B3" allows you to read messages other players have been posting about the game. Unless you have access level 3 (send a donation to Chuck), you too will be required to post prior to each game session. Pressing "?" at the main menu causes the lengthy instructions to appear on your screen. The game is actually easy to play but the documentation will help you play more effectively. You should capture it on disk. If you use Fast-Term on a TI, press FCTN-8 and enter a file name before entering "?". When the instructions have ended, press FCTN-8 again but input a blank line for the next log file name. Later, use a word processor to edit out extraneous text you may have captured and then print the file. To play the game, you have to wait until the second day that you call unless you enter your computer name as "TI-99/4A". Only about 30% of Chuck's callers are using TI's. Out-of-town board users comprise 10%. The first time you play, the board may state that "you may visit the Gameroom 0 more times today." Ignore that message and type "GAMEROOM" to proceed. Good luck!

Playing against other players is stimulating and there are many random messages which are humorous and descriptive. Since the exact nature of the game is shrouded in mystery, it's up to you to decide upon strategies using the many possible options. You will have plenty of time to perfect your approach as you learn during the course of the game. Just remember that dead men cannot fight monsters or gain experience although other options are available. Don't dispair if you are killed, though, since there are 2 ways to regain life. Chuck revives everyone about every other week (used to be every other day). You can also revive yourself by killing someone else, but you can't attack anyone more than one level below you. You should not kill your opponents wantonly because you'll need some alive when you need to "take a life". The level restriction does not apply to raiding castles, so be prepared for visits from more powerful players several levels above you. The highest ranked players are more hungry for experience than gold, so they probably won't bother with your puny castle at first. If you are killed by someone on your same level, there is a good chance that you can reciprocate because attackers seem to have a slight advantage. This sometimes leads to an escalating cycle of revenge between 2 players.

My only major complaint about this game aside from abundant, yet minor spelling errors, is that the upper levels (17 and beyond) become very tedious. To transform from Arch Duke into a King (level 17-18) one needs around 35 million additional experience points. This requires smiting about 800 level 10 monsters (~125 turns or 6 weeks) in order to move up. Higher levels will probably be much worse and completing the entire game may take a year! Although no one is yet close to the end, when a person completes the game his character supposedly resets to slave without affecting other characters. This could change since Chuck has the godlike power to alter, stop, restart or otherwise do whatever he chooses to the game. Further complaints I have are not Chuck's fault: I wish that boards in other cities had this game (only Chuck has it) so that my out-of-town friends could play it. In addition, I wish that it weren't so addictively fun!

Before I end this article, I would also like to recommend Bud Wright's recently opened gameroom on TIABS [(614) 442-1852]. This terrific board is easy to call and his game (modified from Jim Beck's "The Quest") allows magic and has many locations for you to map and explore. It even has a goal: Kill the Dark Lord. Although less humorous, the only real disappointment compared with Chuck's game is that there is no conflict or competition with other board users. This is an advantage, however, to those who would like to play at their own pace.

!!!!!!!

When I was a kid, you could see two movies for a dime in my hometown theatre. Now it costs you $500.00 for a TV set and what do you get??..The same two movies!

!!!!!!!

Ya wanna make a pussycat out of your computer?? Just type in the one line program below, and hit <RUN>.

```
100 CALL LOAD(12296,2,0,3,240,2,1,48,0,2
2,0,8,4,32,32,36,4,91):: CALL LINK("CURS OR")
```

NEW HORIZONS RAMDISK

I've held off buying anybody's RAMdisk for some time now, because I wanted to make sure I got the one that would do the job. As those of you who read the RaG faithfully know, I am less than enthusiastic about Myarc products. I first saw their RAMdisk demo-ed by a dealer and was very impressed with the possibilities that a RAMdisk offers. My concern with the Myarc product comes with compatibility (as is the problem with all Myarc products). Also, I have heard reports that sometimes, random bytes will get changed, reset switches will cause the RAMdisk to get screwed up, and most importantly, when you power the computer down (turn it off), you lose the contents of the RAMdisk. In fact Myarc does not sell an AC power supply although the board will accomodate one. They won't even guarantee that that feature of their card will work if you use a 3rd party's power supply. Anyway, I decided to go with the New Horizons project. The New Horizons team is composed of three very sharp individuals. Ron Gries seems to be the techie of the bunch. He knows all the technical information about the card that anyone could ask. David Romer is the person who is handling the shipping and orders on the card. He is also quite knowledgeable in the technical end of things. And John Clulow's fame in the TI world goes way back. The first project that these three developed was the TI Comm BBS software. This was a bare-bones BBS program that was widely distributed to UG's across the country and it was intended to allow a user group to have a BBS at a very affordable price. The second project was what we now call the Supercart. This is an Editor/Assembler module that has been modified to allow an extra 8K of memory in the cartridge. The fact that TI enthusiasts all across the country are selling and buying old cartridges for use in Supercart projects is testimony to the popularity of the idea. Their third project is their RAMdisk. I suppose I should start with all of the technical specs before getting down to a hands-on review. The card is available in two configurations, as a single-sided or double-sided card; that is the card will emulate either a SS or DS disk. The card is compatible with any software or language that uses a standard TI DSRLNK. This includes copy programs, DM-1000, Disk Manager II, Explorer, languages like Basic and Extended Basic, TI-Forth, TI-Logo and assembly language. The card is not compatible with p/code. This is the only battery-backed RAMdisk, using NiCad batteries that charge when your system is on. The card features several CALLs which I will explain later. You can set a DIP switch to allow CRU addressing from >1000 to >1700. You also get the complete DSR source code, documentation that tells how to add your own assembly CALLs, a separate manual that details all DSR routines, development software, and the most thorough documentation anyone could ask for. The card is available as either a pre-assembled unit or you can buy just the card and assemble it yourself. I opted for the do-it-yourself approach, so let's start with the actual construction.

****

When you buy the bare circuit board you can scrounge your local area for the necessary parts or you can order the complete package of parts from the dealer that New Horizons buys their parts from. Since I live in Podunk, I ordered the parts for a double-sided kit and began construction. Having assembled numerous Heathkit and other electronic kits, I had a fair amount of experience soldering and identifying parts. I would not suggest this kit for someone who has never built an electronic kit. The assembly instructions were OK, but you need to have some experience in soldering. Also, you will need to know a resistor from an IC chip and one kind of capacitor from another. The board is laid out pretty clean, and assembly is no problem. All ICs use sockets, so you don't have to worry about frying a chip. Once the board has been loaded, there are a couple of diagnostic procedures using the supplied software that must be performed. Since I had bought the DS version, once the card checked out in SS, I had to remove 11 chips and solder another 11 chips in a piggyback fashion. I am not a real fan of directly soldering chips, but Ron Gries says they

haven't had anyone burn one up yet. You then connect a jumper wire from each of the piggybacked chips to a terminal block (presumably so the RAMdisk software knows where things are at). Once you have done all this then you run the diagnostics again. The diagnostics writes certain numbers in a particular fashion to each chip to make sure all is well. Soldering seems to very critical when piggybacking the chips!! If your memory test is OK, then it's time to load the operating system. Any Dis/Fix 80 loader will work, and this is the set of instructions that tell the RAMdisk what's going on. Once the card has the ROS loaded (Ram Operating System), then use any disk manager program to initialize the card as you would a floppy. DM-1000 is supplied as the resident disk manager, but Disk Manager II will also work. In fact, once you have initialized the card, use the DM II's comprehensive disk test to make sure everything is OK. If it makes it through that test, then the boys at New Horizons tell me you should have no problems. Apparently, one of the tests with DM II will find poor solder connections in the piggyback chips.

****

OK, you've built the card, loaded the operating system, and initialized the RAMdisk. Now what do you do with it? If you put the MGR1 and MGR2 files for DM-1000 on the RAMdisk, you can do a CALL DM from command mode of Basic or XB and it will call up the manager program in just a second or two (depending upon what drive # you have specified for the RD). Although I am not a real fan of DM-1000, it seems to work quite well with the RAMdisk. The version supplied is Version 2.3, but I understand that they have a newer version they are modifying and will update owners as it is ready (what is needed is to allow accesses up to DSK6). CALL DN(n) will let you specify the drive number you want the RAMdisk to be. The number can be anywhere from 1 to 6. CALL WO (and WF) turns on write- protection for the RAMdisk just as you would put tape over the notch on a floppy. CALL EX(adr) lets you transfer control of a BASIC or XB program to a specfied address in CPU. This CALL uses decimal values like CALL LOAD. For example, since the power-up routine starts at >0024, you could execute it with CALL EX(36). CALL CO (and CF) enables the ROS and allows direct access to 6K of the operating system software. This is for all the hackers out there who want to get into some of the technical aspects. CALL NF(n) will set the number of floppies in your system. You will not normally use this command, but if you have set the CRU address at anything but >1000, this command is necessary. By setting the CRU address at >1000, the computer will scan the RAMdisk before it gets to the disk controller. If the CRU base is not >1000, the Basic and other programs addressing disk drives can access the RAMdisk only when its number is greater than the maximum number of drives the disk controller can access (3 for TI and 4 for CorComp). It's really quite simple. The only command you'll probably use is the CALL DN for drive number.

****

OK, how does it work with various programs? Will it work with.....? I have a rether extensive software library, so I set out to find out what this thing won't work with. The list is quite small. The card will not work with the CorComp manager, not because there is anything wrong with the card, but because CorComp cheated when they designed the hardware/software package. This is of no great concern since DM-1000 works so well. Some of the quick-copiers work and some don't....you'll have to try your favorite and see. It all depends upon how the software was written. I was not able to do disk accesses with MG Diagnostics, but it may be because of my CorComp controller. Other than these two things, everything seems to work (try that, Myarc). You can treat the RAMdisk as you would a floppy by opening and closing files, reading files, storing programs, etc. For those of you using Multiplan, load the Multiplan files into the RD and use TIMP for a diskname (and designate the RD as #1 to make things faster). When you hit ENTER to load Multiplan, it takes about 3 seconds to load!!! Now that's fast compared to about 20 seconds from a floppy. Anything you can do with a floppy, you can do with the RAMdisk.

You will find that program image files load like lightning. I use my RD for storing the files for the GRAM KRACKER carts I use all the time like TI-Writer and Extended Basic. Going from the GK to the RD with those program image files is VERY fast. I have had my RAMdisk for several weeks now, and have had no problems with it. And since the memory is backed up by a battery, you can turn off your computer for weeks (or even a couple of months) and the card will still retain whatever you put into it. Granted, 180K is quite a bit less than 512K, but I'm willing to sacrifice size for compatibility. I also tried the RD in my BBS and you won't believe how fast it will make your BBS run. I know you're interested, so here's the prices:

Horizon Computer Limited
Box 554
Walbridge, Ohio 43465
Bare board: $53
Assembled DS 192K $210
Assembled SS 104K $165

These parts are available from:
Bud Mills Services (419)-385-5946
166 Dartmouth Dr.
Toledo, Ohio 43614
Parts for DS: $110 No bare board
Parts for SS: $ 80 No bare board
Expansion kit: $ 27 Takes DS to 256K

****

Just a couple of notes in closing on the RAMdisk. Designate the RD as drive #1 and load spellchecker and all the dictionaries into it. Since the program is in program image form, it loads almost instantly. The program goes throught the dictionaries much faster without having to read a floppy. Put your TI-Writer files on the RD and the Editor and Formatter will load in about a second and a half. I use the GRAMdisk feature of GK to do this, but I know that not everyone has a GK (tsk, tsk). Before you load the operating system, the RD doesn't know how to do anything. It is possible, therefore, to write an operating system that would let the RD become a print spooler for example. I would not be surprised if someone does this within the next few months. The possibilities are quite varied for a piece of hardware like this, we'll just have to wait and see what will happen.

Parts list for HORIZON RAMDISK

Quan.	Part Num.	Description
1	7805	+5 Voltage Reg. IC
1	74LS02	NOR Gate IC
3	74LS138	1-8 Decoder IC
1	74LS154	4-16 Decoder IC
1	74LS156	Dual 2-4 Decoder IC
2	74LS244	Octal Driver IC
1	74LS245	Octal Bus IC
1	74LS259	8 Bit Latch IC
13	6264LP15	Static Memory IC
1	14 PIN	Low profile IC socket
6	16 PIN	Low profile IC sockets
3	20 PIN	Low profile IC sockets
1	24 PIN	Low profile IC socket
13	28 PIN	Low profile IC sockets
1	2N2222	NPN Transistor
1	1N4001	Rectifer diode
3	1N914	Switching diodes
4	1N34A	Germanium diodes
1	LED	LED [Green] +MUST+
1	LED	LED [Red]
1	SWITCH	8 Pos. SPST Dip switch
3	AAA	Ni-cad batteries
3	AAA	Single battery holders
1	10K	Resistor 1/4 W. 5%
7	2.7K	Resistor 1/4 W. 5%
1	470	Resistor 1/4 W. 5%
2	270	Resistor 1/4 W. 5%
1	30 or 33	Resistor 1/4 W. 5%
1	1uf	Capacitor tant.
3	10uf	Capacitor tant.
24	.1uf	Capacitor [bypass]
1	Heatsink	TO-220

Parts for 104K Single-sided board

11	6264LP15	Static Memory IC

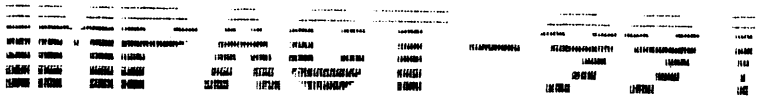
Parts for 192K Double-sided board

1	74LS154	5-16 Decoder IC
1	74LS02	NOR Gate IC
8	6264LP15	Static Memory IC

Additional parts for 256K Expansion

[Total 6264LP15's for 256K is 32 chips.]

The 6264LP15's are static sensitive devices, these parts are the heart of the Horizon ramdisk and require much of the labor time building the project. Exercise your best judgement in selecting a vendor for the 6264LP15's.



TI BANNERMAKING

Before I begin discussing *BETTER BANNERS* I must offer an apology or two to my non-99er friends: Yes, there is nothing equal to *PRINT SHOP* for our computer. I went out on a limb describing how much better off I am to have *GRAPHX, TIARTIST, CSGD, BETTER BANNERS, FUNLPLUS!, FONTWRITER, and lesser graphic/text programs than those with Apples, Commodores, IBMs.* I'm not. They have *PRINT SHOP* and I don't. *PRINT SHOP* by Broderbund does everything. And does it wonderfully easy. And lets you DO anything you want. Quickly, efficiently, *joyfully!*

I only hope that with GENEVE (or whatever it is called these days) the TI community will finally get something as good as (or even almost as good as) *PRINT SHOP*. It and its companions deserve to be exactly what they are: the most popular utilities EVER for home (and now office and school) computers.

Having said all that (with a tear or two in my eye for having admitted that in ONE area, at least, the Apple or Commodore may be better than TI), I am hoping, still, that after ASGARD's *COMPANIONS*, Chris Faherty's *ARTIST* stuff, Dave Rose's *CSGD* programs, and Peter Hoddie's wonderful *FONTWRITER* our world will begin to open to us.

Now *BETTER BANNERS* and *BANNER GRAPHICS*. Even as a distinct banner program it does not equal that *miniscule portion* of *PRINT SHOP*. However, it IS the best banner program for the TI, providing you make some immediate and large modifications.

Because of TICOMP's massive and ridiculous protection scheme, *BETTER BANNERS* is initially a chore, rather than the reasonably good banner program it could be.

To get enough different graphics it really pays to buy both *BETTER BANNERS* and *BETTER GRAPHICS*. BB comes with Set 1. BG includes Sets 1, 2, 3, and 4. Though graphics come in two sizes (the small size graphics are horribly deformed but you wouldn't be apt to use those on banners anyway), there is only one font style no matter which set you use.

Like all good printer software, BB lets you establish your printer setup and permanently (or temporarily, which is an advantage, as you will see) onto your disk.

I have a Gemini 10X. Code #35 remains undefined in this program, fortunately, so I change it to 239 (the solid block) to make it work well. It does, but I also try 173 (the empty diamond), 175 (the empty block), 230 (the double solid block), and so on to see what the new designs will look like. Some are better suited to certain graphics and some make the single font provided look different (so does removing the default for line spacing). Thus, I was glad the program failed to redifine graphics on the Gemini. It gave me lots of flexibility.

Because I am irresistibly drawn into making changes on programs to see what will happen, I am taking a big risk with BB. For example, all the printer changes must be made without the write-protect tab on the disk, obviously.

But you are told often and in no uncertain terms not to attempt to make a backup as this will "RESULT IN THE LOSS OF DATA AND VOID YOUR WARRANTY" even though only one disk comes with your $20 cost.

This is one of those programs (as many graphics programs have to be) that requires getting into and out of the disk often. This one is more dangerous and considerably more annoying than most because you *MUST* transfer your graphics sets onto the BB disk WHICH DESTROYS THE SET ON THE BB DISK! (Believe it or not!) So you must first be certain you have a working data disk. BUT WITH THIS PROGRAM THERE IS NO SUCH THING! (Again, believe it or not!) [I told you this was a protection-crazy program.] Graphics data may only be saved on the BB or BG disks themselves. Each time you make a new design you may save it only by replacing an existing design in the set on the BB disk. This means you should print out the lengthy code of the design you are replacing and save it on paper for future use. Then you must destroy ANOTHER design to retype this coding back in. Very, very cumbersome.

Although I can't suggest you do anything that might destroy your disk or void your warranty, I know what I would do if I wanted a pretty good banner program for the TI. I'd buy both disks and some odd-colored blank disks (like yellow Sentinel or Fuji).

I'd put the protect tab on BB and, using TRACKCOPY, make four copies of BB. (Flippying the disks will mean only two blanks are required.) Then I'd put the codes I want on each one. It takes less than a minute. Then I'd load up *BANNER GRAPHICS* and transfer Sets 2, 3, and 4 to three of these BB copies. Set 1 is already on all copies to start with. As you transfer each set of 15 graphics to a copy of BB, the set on BB will be eliminated. The process takes about an hour and a half! But it's worth it. Otherwise, I can only use the set presently on the untabbed BB or take the half hour EACH TIME I USE THE PROGRAM FOR EACH DIFFERENT GRAPHIC FROM A DIFFERENT SET. (To put five different graphics onto one or five banners would take a minimum of two-and-a-half hours, even though the graphics print out in a few seconds.)

However, with copies I can interchange even from different sets by reloading (40 seconds) from inside the menu, I have a program with excellent features and, for the most part, reasonably good graphics.

I would then put my original BB and BG disks safely away in case of future problems or warranty replacements . Then I can fiddle

with the backup disks to my heart's content without fear of expensive losses.

Once I have safely transferred my graphics sets, I can now explore the BB potential. I put 239 for the ASCII prompt. Then I put 27, 65, 7, 27, 69 for line spacing (tight) and dark print (emphasized). Then I put PIO for my printer.

It then gives me a menu. I Select large graphics. Small are awful! I am given a list and choose number (say 2 for Heart) of graphic. I may then write a lengthy banner message putting a SHIFT/2 wherever you'd like the graphic(s) to appear. This is a really nice feature (and one that *PRINT SHOP* doesn't have yet for the banner part of their program; nor does it have the speed of printout that BB does).

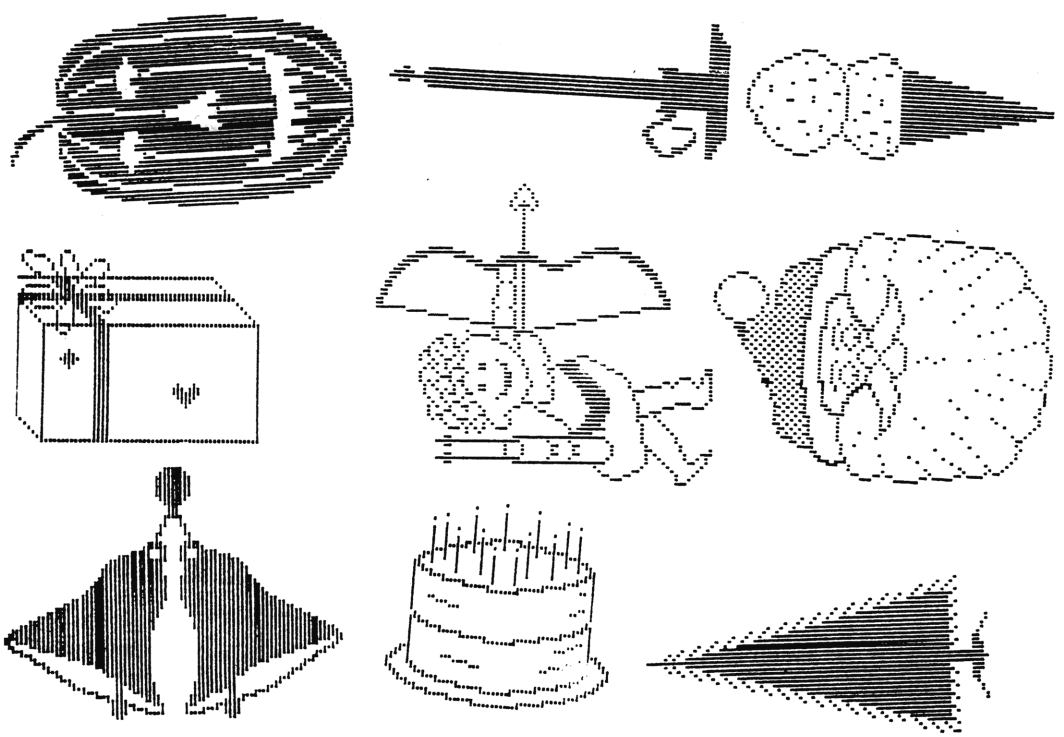
I think if I were marketing BB and BG, I'd recall them all from dealers and put out BB #1 with Set #1 and Font #1. Then I'd put out Set #2 with BB #2 AND Font #2 (another *different* font). The same with 3 and 4 and, hopefully, 5 and so on. Each time a new set is developed with a new font, then a new disk can be made. Each could sell for $7.95 (about the cost of BB and BG right now for all four sets). It would be in a considerably more convenient format, and there would be no need for the ridiculous protection that presently prevents the BEST features of BB from being accessed.

I'd also write some documentation which would include a page of reduced illustrations of each graphic. This graphic program comes with NO illustrations and NO catalog of the sets. The ONLY way to find out what is on the disks is to print out all 60 illustrations (about 5 hours), as there is no screen showing. Samples and listings are essential to the continued marketing success of this product.

The documentation is poor (is almost not existent beyond protection warnings). This article explains both BB and BG better than anything that comes with the programs.

For those of you who already have the free banner programs that come with *FUNLPLUS!* or the Boston Computer Society PD disks, you may still want BB and BG. *BETTER BANNERS* is different from these. The first offers multiple sizes and fonts and an easy (though limited) graphics maker, the second vertical banners. BB compliments, rather than competes with, these programs.

In spite of the overall negativism which seems to pervade this article, I would recommend the programs based on the understanding that modifications really are necessary to make them efficient, practical, and fun.



LOADING PROGRAMS

Jim Mekeel, Northcoast 99ers
Cleveland, Ohio

(Thanks Cleveland Area 99-4A UGN)

Since we have several new members in our group a review of loading program files would be beneficial. I will just cover BASIC and XBASIC in this article and leave assembly language programs to some later time.

There are three types of program files that can be used based on what they contain or the size of the program. These are:

PROGRAM
INTERNAL/VARIABLE 254
DISPLAY/VARIABLE 163

There are several other file formats that the TI uses but not for storing programs. The other files can only be used within another program. Examples: TI WRITER uses D/V 80 or D/F 80 files for the user created data, TYPWRITER uses INT/FIX 192 for the same purpose, and ADVENTURE PERSONAL RECORD KEEPING modules use data files that can only be used with those particular modules.

Cassette users really have only one choice in BASIC XBASIC and that is the program file. The program file is not really stored on the tape in what a disk user would call a program format but the format is invisible to the user so there is no need to discuss it here. With the new cassette assembly language loaders available, the cassette user has some other options available now, but again, I will just keep to BASIC/XB in this discussion.

PROGRAM FILES

A runnable program is usually stored in program format and can be used as follows:

CASSETTE
type OLD CS1 enter
wait for program to load
type RUN enter

DISK
type OLD DSK1.name enter
wait for program to load
type RUN enter

- or -

type RUN "DSK1.name" enter

In most cases the program should now run if the proper BASIC was used and there is no problem with the program file. If you receive an error message, there might be a problem with the program or it might be simply that the wrong BASIC was used.

Usually, an XBASIC program will not run in the BASIC environment. This is because XB has a greater number of CALL statements and can have multi statement lines. The usual result of running an XB program while in BASIC is a FOR-NEXT ERROR IN xxx message. If I get this error, I always do a quick LIST to the screen to see if there are multiple statement lines which tells you that it is XB.

Many BASIC programs will run in the XBASIC environment. However, some programs will not run in XBASIC and this is usually because BASIC will allow use of characters above ASCII 143 to 156 whereas XBASIC will only allow characters up to ASCII 143. The usual error reported when running a BASIC program while in the XB environment is BAD VALUE IN xxx. If this occurs, simply reload the program in the proper language.

If a PROGRAM file uses more memory than 45 sectors or uses many large arrays, some memory dedicated to other functions will need to be freed by a CALL FILES statement. This need is usually indicated by a MEMORY FULL IN xxx error message. To execute a CALL FILES statement:

type NEW enter
then load run

The program should now run unless there is something wrong in the code.

INTERNAL/VARIABLE 254 FILES

Normally these are long XBASIC programs that can be loaded into the machine and run the usual way if the 32K memory expansion is connected to the system. Because the computer has automatically kicked these files over to I/V 254 format from a normal PROGRAM file, the use of CALL FILES is not needed.

CASSETTE
not available

DISK
load run Normally

DISPLAY/VARIABLE 163

A program in this format would be an XBASIC program saved with the MERGE option. As this implies, this file can be merged with another file already in RAM. The OLD command will not work with this file, but can be used as follows:

CASSETTE
not available

DISK
type MERGE DSK1.name enter
wait for program to load
type RUN enter

The program should now run normally and can be saved using the SAVE command. There does not need to be another program already in RAM for the MERGE command to work.

CAUTION

Both INT/VAR 254 and DIS/VAR 163 file formats can be used as data or ASCII text files. If these files are loaded as described above, an error message will result. If it is desired to then view these files, a good filereader program must be used such as found on DISK HELPER ONE which is available in the fairware section of our library.

ASSISTANCE

If any questions arise or trouble occurs, ask one of the other members in the user's group. One of the best benefits of belonging to an user's group is the sharing of experience and knowledge. So if you don't know...ask!

C.O.N.N.I. BUSINESS MEETING
MARTIM JANIS SENIOR CITIZEN CENTER
SEPTEMBER 11, 1987

Meeting opened 10:00 A.M. Meeting adjourned 10:08 A.M.

Meeting was called to order by President Irwin Hott who introduced three visitors.

John Cummings initiated a discussion on a Horizon RAMdisk for a club raffle. The functions of the RAMdisk were explained by Chuck Grimes. The discussions was tabled until next months meeting.

Treasurer's Report was given and accepted as read.

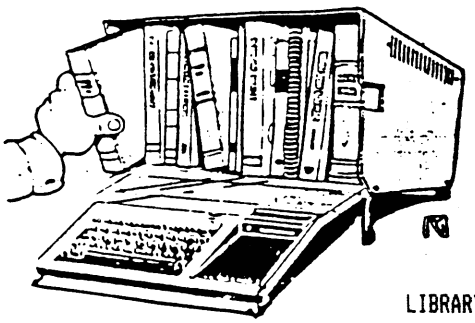
Motion to authorize payment to the Janis Center carried unanimously.

Librarian Chuck Grimes gave details on the contents of disk of the month and a discussion followed to make disk available for public sale.

Motion was made to sell copies of Jim Peterson's library catalog; $4.00 carried unanimously. Motion to charge for the club library disk was tabled for discussion at the October meeting.

Respectfully Submitted,
Jere Singleton

&&&



LIBRARY NEWS

by Chuck Grimes

HI EVERYONE. JUST A QUICK NOTE TO GIVE YOU SOME INFO ON THE LIBRARY. SINCE MY LAST NOTE, WE HAVE ADDED SEVERAL NEW DISKS TO THE LIBRARY, AND HAVE EVEN ADDED A NEW FACE TO HELP OUT. THE NEW FACE IS SONNY GRUBB.

HE IS HELPING WITH THE CASSETTE LIBRARY. RIGHT NOW, HE IS IN THE PROCESS OF BACKING UP THE CASSETTE LIBRARY ON DISK AND CATALOGING ALL THE CASSETTES. WE WILL END UP WITH ONE COMPLETE SET OF CASSETTES AND A GREAT LIST OF WHAT IS THERE FOR YOUR USE. THIS IS A BIG JOB, SO IT WILL NOT HAPPEN IN ONE MONTH, BUT MAYBE TWO??? THIS WILL GIVE ME MORE TIME TO FINISH THE NEW CATALOGING OF THE DISK LIBRARY. I AM USING THE PROGRAM CALLED U.D.C. THAT WAS ON THE LAST DISK OF THE MONTH . IF YOU HAVE NOT TRIED THAT PROGRAM YET YOU SHOULD. IT TAKES TIME TO FIRST INPUT ALL YOUR DISKS. BUT YOU WILL THEN HAVE A VERY COMPLETE LISTING WITH YOUR COMMENTS AND A LISTING OF HOW TO LOAD AND RUN THE PROGRAMS AS WELL. THIS IS A FREEWARE PROGRAM, SO THE LIBRARY HAS SENT $10.00 FOR IT, AS WE ARE USING IT. (P.S. the one that was on the DOM the month before was an earlier version).

NOW TO TELL YOU OF THE NEW DISKS IN THE LIBRARY. BELOW IS THAT LIST:

THE MUSIC MAN
ENHANCED DISPLAY PACKAGE
PERSONAL AUDITOR
THE QUEST
FAIRWARE LIST #3
VCR-GUIDE V2.0
PATTY CLINE MUSIC
TERRY_WARE FREEWARE
RLE MASTER
FUNNELWEB V3.4 2 DISKS
FAST TERM MARCH 87
CFS V5.0 3 DISKS
CHANNEL 99-1
CHANNEL 99-2
ART-ANIMALS
ART-BOONCTY
ART-NUDE
ART-ROCKWELL
ART-DISNEY
ART-TREK
LIMA CLUB TRADE-1

AS YOU CAN SEE, WE HAVE ADDED SOMETHING THAT EVERYONE WILL LIKE AND CAN USE. WE ARE ABOUT READY TO TRADE WITH SOME OTHER CLUB'S, AND FOR THOSE OUT OF TOWN CLUB'S READING THIS, IF YOU ARE INTERESTED IN TRADING WITH US, JUST LET ME KNOW.

IF YOU HAVE SOMETHING NEW, GIVE A COPY TO THE CLUB. THE USER GROUP IS THE SHARING OF INFORMATION ABOUT THE TI-99/4A, AND THAT IS WHAT KEEPS IT INTERESTING. IT IS YOUR ORGANIZATION AND YOU MUST HELP KEEP IT GOING FORWARD IF YOU WANT IT TO CONTINUE.

WELL BACK OFF MY SOAPBOX AND TO OTHER INFO.

MANY OF YOU HAVE ITEMS THAT THE REST OF THE GROUP WOULD LIKE TO SEE. IT COULD BE AN ACCESSORY FOR THE TI, SOMETHING YOU HAVE MADE FOR THE TI, OR A PROGRAM YOU USE AND ENJOY. LETS GET A LIST TOGETHER TO HAVE MORE DEMO'S AT THE MEETING. EVERYONE IN THE GROUP COULD DEMONSTRATE SOMETHING THAT THEY USE AT ONE OF OUR MEETINGS.

ONE LAST NOTE: IF YOU HAVE A HORIZON RAM DISK AND HAVE NOT UPGRADED TO 256K AND MENU 6.4, YOU DON'T KNOW WHAT YOU'RE MISSING. ASK ONE OF US TO SEE A DEMONSTRATION. IT'S GREAT AND EASY TO ADD/USE. JUST THINK, 992 SECTORS OF BATTERY BACKED FAST ACCESS STORAGE SPACE, AND A NEW MENU SCREEN WITH UP TO 25 ITEMS TO SELECT FROM. THEY CAN BE X-BASIC, BASIC, OR E/A-5 TYPE PROGRAMS. PLUS A DISK CATALOG AND A WAY OF RUNNING PROGRAMS FROM THE DISK OR READING A FILE. ALSO, IF YOU HAVE THE C.C. TRIPLE TECK CARD OF THE M.P.B. CLOCK CARD, THE TIME IS ALWAYS DISPLAYED IN THE UPPER RIGHT HAND CORNER OF THE MENU SCREENS.

WELL, THAT'S ABOUT ALL FOR NOW. IF YOU HAVE ANY QUESTIONS ABOUT THE DISKS ABOVE, OR ANY OTHER PROGRAMS IN THE LIBRARY, ASK AT THE NEXT MEETING OR LEAVE ME A NOTE ON THE CLUB'S SPIRIT OF 99 BBS AT 614-263-3412, BUD'S TIABS BBS AT 614-442-1852, OR MY BS AT 614-268-1994, OR CALL ME AFTER 7:30 PM AT 614-268-8821.

LATER CHUCK.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!
?? CHECK OUT A CASSETTE ??
!!!!!!!!!!!!!!!!!!!!!!!!!!!!

MEMBERS: all cassette tapes that have been checked out of the Library need to be returned at the October meeting. All cassette tapes are going to be cataloged.

Thanks, SONNY GRUBB

NEWSLETTER LIBRARIAN

***-NOTICE-* RETURN ADDRESS**

For our SPIRIT of 99 Newsletter Librarian is !!!!!!

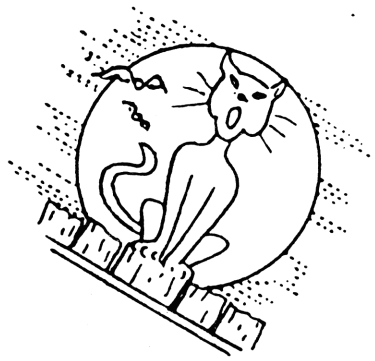
DICK HEIM
8055 SIMFIELD RD.
DUBLIN, OHIO 43017

WELCOME NEW MEMBER

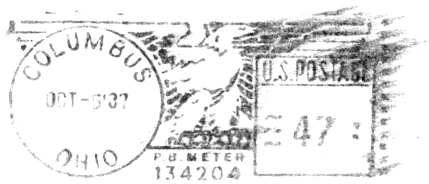
ROBERT J. ANDREWS

MEETING DATES FOR 1987-1988

10 OCT 1987
14 NOV 1987
12 DEC 1987
09 JAN 1988
13 FEB 1988
12 MAR 1988
09 APR 1988
14 MAY 1988
11 JUN 1988
09 JUL 1988
13 AUG 1988
10 SEP 1988



Spirit of 99



TIME SENSITIVE MATERIAL
POSTMASTER - PLEASE DELIVER PROMPTLY

UK TI 99/4A UG EXCHANGE

HIRE

England

PRINTED MATTER

*** MEMBERSHIP APPLICATION ***

NAME _____ AGE ___
ADDRESS _____
CITY _____ STATE _____ ZIP _____
AREA CODE ____ HOME PHONE _____ BUSINESS PHONE _____ EXT# _____
WHAT IS YOUR PROFESSION/VOCATION _____
HOW LONG HAVE YOU OWNED YOUR COMPUTER _____
DATE OF APPLICATION _____ ACCEPTED BY _____